



*Commodore  
Users Group  
of  
Saskatchewan*

December, 1989

Vol. 4 No. 10

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*Season's Greetings*



# New Obligatory Stuff

## CUGS MAILING ADDRESS:

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S4S 5S3

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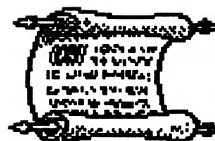
President	Richard Maze	586 3291
Vice President	Barry Bircher	359 1925
Treasurer	Harry Chong	789 2142
Editor	Ken Danylczuk	545 8644
Asst Editor	Jarrett Currie	757 2391
Librarian	Earl Brown	543 2868
Asst Librarian	Steve Bagues	949 1370
Members at Large	Real Charron	545 7601
	Gord Williams	543 8373

If you have any questions about CUGS please feel free to contact any of the above executive members.

THE MONITOR is published monthly by the COMMODORE USERS' GROUP OF SASKATCHEWAN (CUGS), Regina, Sask., Canada. CUGS meetings are held at 7 pm the SECOND WEDNESDAY of every month (unless otherwise noted) in the North-West Leisure Centre, corner of Rochdale Boulevard and Arnason Street.

Anyone interested in computing, especially on the C64, 128 or 64C, is welcome to attend any meeting. Out of town members are also welcome, but may be charged a small (\$5.00) mailing fee for newsletters. Members are encouraged to submit public domain software for inclusion in the CUGS DISK LIBRARY. These programs are made available to members. Any member is entitled to purchase DISKS from our public domain library for a nominal fee. Programs are 'freeware', from computer magazines, or the public domain. Individual members are responsible for deleting any program that he/she is not entitled to by law (you must be the owner of the magazine in which a particular program was printed). To the best of our knowledge, all such programs are identified in their listings. Please let us know if you find otherwise. Contact Earl Brown, 727 Rink Ave.

CUGS is a non-profit organization comprised of C64, 64C, C128, and 128D users interested in sharing ideas, programs, knowledge, problems and solutions with each other. The more members participate, the better the variety of benefits. Membership dues are pro-rated, based on a January to December year.



*Editorial*  
by  
**Jarrett Currie**

I couldn't believe my ears. "I wanna get me a 64!". And this out of the mouth of the 13-year old nephew who had received a Nintendo for his birthday present that very summer. I was elated that this electronic-age teenager could see past the bops and whistles of the game machine, and realize that a computer, such as the C64, could provide much more than graphic titillation.

In recent articles of "Compute's! Gazette", a raging debate was held to discuss the feelings people had about the Nintendo and the C64. While I am firmly on the fence about this issue, as I would be in the debate of whether an orange or an apple tasted better, I couldn't help but have an eerie sense of impending loss. The Nintendo, with its flashy marketing, will give our beloved C64 a run for its money this Christmas, and perhaps drive home the final stake in the C64's coffin.

When I first started our computer club, one of my goals was to work on the Monitor. Last year I had the opportunity to work on our newsletter as the assistant editor, supporting Ken Danylczuk in his tireless effort to provide our members with a interesting and informative monthly newsletter. This year, I have been given the opportunity to head the project, and with Ken's consulting assistance, and Shaun Hase as the assistant editor, I hope to continue where Ken left off.

But, are we going to last a whole year? It seems that in its pursuit of commerce, Commodore has decided to lower the axe on the production of some of its 8-bit line, most notably the Commodore 128. There is very little that could cause the demise of a computer faster than lack of manufacturer support for the machine.

Is all lost? I have no doubt that there will come a time when the Commodore 64 and 128 are simply memories in the annals of technology history, but that fate ultimately awaits all computer types. Even the Amiga and Big Blue will have a similar fate eventually. However, with the massive numbers of 8-bit Commodore owners, I suspect that their support will continue long after the parent company decides to pull the plug on the manufacture of the machines.

Part of their continued existence relies heavily on the enthusiasm show by the owners of the systems. Even after the manufacturer stops producing it, and the software houses stop programming for it, the users can keep the machine alive by sharing their expertise and knowledge. To this end, we develop computer clubs.

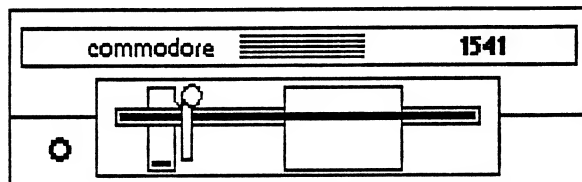
As a devout member of CUGS, I am somewhat distressed at the lack of enthusiasm shown for the very computer that brings us together. I know that we all have warm feelings for the computer, but it is high time that we share this warmth. Let this be my plea: as editor of the Monitor, I

would ask that each member of our club show how much you wish to have the Commodore 64 and 128 remain alive by submitting at least one article for publication this year.

It doesn't have to be much. Some of you have barely touched the surface of the complex world of computing. Let that not be your excuse. If you have even one software package, write a review of it. Or submit your favorite tip on how to use it.

And for those of you who I know have vast amounts of experience, I promise to provide a monthly quilt column encouraging you to write some of it down and share with the rest of us.

With the new executive members on the Board, and the old Board members finally having time to focus again on their computers, I look forward to an exciting year of Commodore computing. And with Christmas around the corner and wish lists being written, I expect to see many reviews of new software packages in the New Year!



ABOUT THE 1541 DISK DRIVE

by Earl Brown

If you are a newcomer to a 1541 disk drive or to any of its equivalents, there are a few things that you should be made aware of before you even begin to hook up your drive. Most of these points are actually brought to your attention if you took the time to read the USER GUIDE that accompanies your disk drive. Since a great many of us work on the principle that, "when all else fails, read the instructions", I decided to provide a few pointers for the beginner.

Never hook up any disk drive to any computer with any of the units' power turned on. This kind of advice holds true to just about any additions to your computer: printers, disk drives, modems, interfaces, cartridges, expansion cards, mice (not mice), and even joysticks. These device ports are very sensitive to static charges and surges that can occur at the most inappropriate time and you could leave yourself open to blown microchip(s) in the computer. If you've ever had service work done, you know what this can cost.

Never turn a 1541 disk drive ON or OFF with a floppy disk left inside the drive. You could lose some or all of the data that has been written to the disk.

Unless you're using a power bar (preferably with surge protection), it is always wise to turn the power to your

disk drive on before you turn on the power to your computer. This holds true to other devices as well. The last power switch that is applied should always be the computer.

Since your floppy disk is coated with a magnetic oxide, it is wise to keep it away from any magnetic fields. For example, keep it away from magnets and transformers that are found in power supplies, speakers, flashlights, screwdrivers, etc. They could erase information from your disks.

When handwriting information onto a floppy disk's cover, do not use a pencil or other hard writing devices. It is always wise to use a felt pen. And even a felt pen should be applied with light pressure. Indentations onto the floppy disk can cause damage to its surface that the write or read head could miss.

For years now, manufacturers of floppy disks have been warning the user to never notch the second side of a disk in order to save info on both sides. They proclaimed that dust particles that would accumulate in one corner of the disk package would make its way to the surface of the disk, when turned in a reverse direction, and therefore damage it. Personally, I've been doing this very thing for years and have never corrupted a disk (touch wood) to date. The only time I'm wary is when I'm writing data for such things as data bases or spreadsheets, where any information lost could cause me a considerable amount of work. If I made backup copies of this data, as you are warned to do, then perhaps this caution would not even have to be a consideration.



### Farewell Address by Richard Maze

This is my last message as president of CUGS. As I step down as president, I would like to take this opportunity to thank the executive members who have made my job so easy over these past three years. Without your volunteering for the many tasks that came up and your excellent ideas for presentations, our club would have folded long ago. I also want to wish the new executive the best of luck. With many of the executive members continuing from last year and some new enthusiastic additions, this should be an excellent year for CUGS.

Memberships are now due for 1990. At a cost of \$10.00, a CUGS membership is still one of the best investments around. I urge everyone to get their membership now for next year.

I must apologize that I was not able to write an article this month for my "Where to buy it" series. I just did not have the time to get around and visit some stores (that I usually don't go to) and check out what computer supplies they carry. I will try again next month.

# CUGS Experts

## December CUGS Meeting

Wednesday, December 6, 7:00 p.m.  
Northwest Leisure Centre

### Agenda:

Beginners' Session  
Databases  
Break  
MONITOR Prize Draw

Make plans to attend!.....

## Richard's Review

Bubble Ghost - Accolade (1988)

By Richard Maze

This game is a straight arcade game. The premise of the game is that you control a ghost which must blow a floating bubble through a 35 room mansion filled with all sorts of goodies which can break the bubble.

Success at this game depends completely on your dexterity with a joystick. There are some rooms where there are special features that your ghost can blow on to make it easier for the bubble to move through the room but in most cases it is your dexterity that is needed. You start with 6 bubbles (lives) and when a bubble touches something it will pop. You do get an extra life after every fifth room. To make it even more difficult, there is a time limit that must be met as well.

Points are awarded for completion of each level (room). There are extra points awarded if you can make it through a room without popping a bubble. You can also get bonus points for solving some of the secret puzzles that can prevent you from getting the bubble through the room. You lose points for every bubble that is popped and for blowing too hard or too long.

I am not good with a joystick. I have enough trouble just moving the ghost through the rooms without having to have him pointed the right way and blowing at the same time. As a result, I don't do good at this type of game and my frustration level usually wins out. For someone who is good at controlling something with a joystick, this game may be right up your alley. If I try it a few more times with the same lack of success as before that may be where it will end up - in the alley.

Recently, we began a regular service to our membership. The people below have agreed to let their names be listed as "experts" in some aspect of C64/128 computing. If you've a question, these brave volunteers can likely answer it, or help you find an answer that works. If you have a skill at some computing process, consider listing yourself with our other volunteers. We're all in this together!

### Wordprocessing

Paperclip III	Shaun Hase	584 3371
Paperclip (to version E)	Richard Maze	586 3291
Paperclip (to version E)	Jarrett Currie	757 2391
Paperclip (any version)	Ken Danylczuk	545 0644

### Spreadsheets

Multiplan	Richard Maze	586 3291
Pocket Planner	Barry Bircher	359 1925
Better Working SS	Ken Danylczuk	545 0644

### Databases

Pocket Filer	Barry Bircher	359 1925
Oracle (Consultant)	Ken Danylczuk	545 0644

### Communication

Pro128Term	Barry Bircher	359 1925
Pro128Term	Jarrett Currie	757 2391
Library files	Barry Bircher	359 1925
Desterm 128	Gilles Archer	545 4638

### Music/Sound

(Most)	Ken Danylczuk	545 0644
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### Languages

Fort	Ken Danylczuk	545 0644
Pascal	Ken Danylczuk	545 0644
ML (machine language)	Ken Danylczuk	545 0644
ML (machine language)	Barry Bircher	359 1925
BASIC (general)	Richard Maze	586 3291
BASIC 7.0 (graphics)	Shaun Hase	584 3371
BASIC (2.0-7.0, files)	Ken Danylczuk	545 0644

### Graphics

Print Shop/Master	Ken Danylczuk	545 0644
Konla Painter/Printer	Ken Danylczuk	545 0644

### Hardware

All hardware	Tyler Rosewood	525 0214
Disk Drive Maintenance	Ken Danylczuk	545 0644

### GEOS

GEOS 64 and 128	Tyler Rosewood	525 0214
GEOS 64	Jarrett Currie	757 2391



# Prizes Prizes Prizes Prizes

This month, December, the club will be sponsoring a draw giving credit to those people who submitted articles to the Monitor. The executive has decided that the draw will take place again next year. Here's how it works:

For the first article that you submit to the Monitor, you will receive a coupon to used for a free public domain club disk, and your name will be entered in the draw to take place next year. For each article after that, you will be given another chance to win the software prize. If you have an article that you would like to submit, you can do the following:

1. Upload it to the CUGS bulletin board in either PaperClip or sequential file format.
2. Bring it to a club meeting and pass it along to me.
3. Give any executive a call to arrange to drop it off at their home.



## Scratch & Save

by Keith Kasha

Hi! I'm the new librarian for CUGS. Just a word or two to let you know where I'm at. I've had my C64 computer now for about 6 months, though I've been programming on one for two or three years.

I will try, and I repeat try, to field any questions about the library that I can, though it may take me awhile to find the answer. Be patient and bear with me as I learn my new responsibilities and to fit in.

One of my first projects as librarian will be to perform a minor, a very minor, overhaul on the library. I don't want to take any credit away from Earl Brown, my predecessor. Earl has done an excellent job with the library. I have noticed some errors on some of the disks, so my first job will be to try to correct all of them. Whew! A big job to be sure with 147 club disks and still growing (two per month!), but I'm here for the long haul!

Some of the disks contain programs that none of us is exactly too sure what they do! If you have any ideas, please let us know! Also if you have any public domain programs you would like to include in the library, upload them on the CUGS BBS, get a copy of them to a member of the executive or bring them to the next CUGS meeting. Our ability to keep bringing out new disks depends on a plethora of new programs to put on them. We need your

help and input to make this club a success! Don't let us down! P-p-p-p-please!

I run a tight ship, being somewhat of a perfectionist, so I intend to have the library on course as soon as I can (that is, according to my own impeccable standards!).

So much for my navel-gazing. The two disks we are releasing this month are Business 13 (#BM) and Computer Utilities 10 (#CJ). Business 13 will feature several database programs that will help to organize just about everything you need organized (including your life :->!).

Computer Utilities 10 includes a few programs worthy of mention. GeoTrashRestorer is a GEOS program that pulls deleted files from the Waste Basket and places them back on top of the deskTop. DB's Cheapsheet prints out a blank keyboard overlay (called, guess what(?), a cheapsheet) using fan fold paper. These handy items can be placed overtop your keyboard (what else!) to note special key combinations for use in, say, your favorite word processor or terminal program. Sanitation Engineer (San Engineer) speeds up the "garbage collection" the computer inevitably must go through when it runs out of memory space for string variables in a program or when you give the computer a FRE(0) command in BASIC. Load and run the Patch program included on the disk before attempting to run San Engineer as this corrects a bug in the program. There are also some other very interesting and useful utilities on this disk. Have fun!

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## Legacy of the Ancients

By Richard Maze

This game is a fantasy adventure game. The premise of the game is that you have obtained a magic scroll which you must find out how to destroy before it is responsible for destroying the world.

There are a couple of aspects of this game which make it very appealing. The first is that it has super graphics and sound effects. The second is that the game offers a tremendous variety both of areas and also of activities. You start off the game by obtaining the scroll and entering the museum. From the museum you enter the wilderness areas where you meet many interesting specimens from which you can obtain a number of essential items. Also in the wilderness are located twelve different towns where you can buy, sell or trade items. Some of the towns contain casinos where you can play blackjack, etc. Once you have built up your strength, endurance, dexterity, etc. You will want to enter the castle with its 24 dungeon levels and many monsters, magic items and puzzles to solve.

The game has a couple of features which are especially

neat. The first is that you must supply a "character disk" which is used to store your progress whenever you want to stop. This allows you to stop and continue whenever you want. I have found this particularly useful to save the game where you want as I spent 2 hours one night playing (and winning) at blackjack so I didn't get much exploring done that night. I also have been killed too many times to mention but at least I don't have to start all over from the start but instead can go back to my last 'life' and continue from there.

The museum is central to movement in the game. You start off here and you exit the museum by entering its displays (once you have obtained the proper key to enter the display). To reenter the museum to allow you to get to a different area you must use the "obsidian wheel" which asks you to enter the special code number associated with a particular planet and gem. This is a very effective means the authors used of protecting the game as the wheel is almost impossible to copy. Without the wheel the game is restricted to the first little adventure only.

I am still playing this game. I don't know how much further the game goes but the main thing is that I can play it in bite-sized chunks and there has always been lots so far to keep me interested in coming back for another session. Well, I'd better go as I want to see if you really can rob a bank and get away with it as they hint at on the games cover.

## Shanghai'd!

Shanghai - by Activision (1986)

By Richard Maze

This game is a strategy challenge game based on the game of Mah Jongg. You do not have to know anything about Mah Jongg, however, in order to be able to play Shanghai. The game uses the tiles of Mah Jongg (except for the 8 wild tiles) which makes 144 tiles in total. These tiles are laid out in the dragon formation which comprises the basic screen display. What you see is this formation as if you were looking down from the top. Some tiles are individual and others are in a pile of up to 5 tiles high. The object of the game is very simple - remove the tiles in pairs until you remove all 144 tiles. The only special rule that is involved is that a tile can only be removed if it can be slid sideways and this creates the strategy as a great deal of planning sometimes is involved in freeing a certain tile.

Shanghai gives you 4 ways to play: Solitaire, Team Effort, Tournament, and Challenge. The solitaire game is for one player only with no time limit. Team Effort involves any number of players removing pairs of tiles from the same dragon. In tournament play, any number can play with each player playing by him(her)self but all are playing the same dragon formation. The winner is the person who

removes the most tiles. A challenge game involves two people who alternately remove pairs of tiles with a time limit. A turn is over when a pair of tiles have been removed or time is up. The winner is the one who removed the most tiles.

A couple of special features of the game are: the OPTIONS BAR which appears at the bottom of each screen and the MENU. Some options available are: UNDO - cancels the last move, FIND - can find pairs if you think the game is over, and MENU - which allows you to select the MENU options. MENU allows you to select the type of game you want to play, save a game or reload a saved game, replay a game, and peek under a covered tile (and lose the game).

If you like games which have a more logical approach to them, then this game is for you. A couple of special things I like about this game are the fact that it is very easy to learn to play and no special set-up is required as the computer does everything else for you except plug the joystick into port 1 and load the game. A whole solitaire game can be played in 1/2 to one hour which I also enjoy. To win the game takes a lot of concentration and a fair amount of figuring out a number of steps ahead of your current play but it is worth it to see the fire-breathing dragon reward your effort.

### CUGS MEETINGS -- 1990

The meeting dates for 1990 have now been established. Our meetings from January to June will be held on the FIRST WEDNESDAY of each month. The meetings will be held at the NorthWest Leisure Centre (Room #2) and start at 7:00 pm. Please mark these on your calendar and make plans to attend. The following list contains the dates for those meetings:

Wed. January 3  
Wed. February 7  
Wed. March 7  
Wed. April 4  
Wed. May 2

## Commodore Headquarters

[Editors's note: Commodore and Berkeley Softworks both provide news and new product information on the QLink service. Periodically, I will provide some of the most interesting tidbits for the Monitor. - jbc]

### Commodore names Copperman as President of U.S. Operations

April 24th, 1989 -- Commodore International Limited (NYSE: CBU) today announced it has named Harold D. Copperman

as president and chief operating officer of Commodore's U.S. operations, Commodore Business Machines, Inc. He replaces Max Toy, who resigned to pursue other interests. Mr. Copperman, 42, was formerly Vice President and General Manager, Eastern Operations, Apple Computer, Inc. His responsibilities included overseeing sales, marketing, support, and distribution for Apple's Eastern Region. He also managed Apple's Federal Systems Group. Prior to that, Mr. Copperman served with International Business Machines for twenty years, most recently as National Director of Marketing for IBM's Academic Information Systems Unit.

Irving Gould, Chairman, Commodore International Limited, said, "Our overseas operations have experienced strong growth in sales and profitability, and the hiring of an individual with Harry Copperman's experience and track record is a key element in our plan for building a strong U.S. operation."

Mr. Copperman said he "plans to take advantage of Commodore's broad range of products to further penetrate the education market and to expand our use of value-added resellers. We will also continue to build and enhance our dealer distribution network." These activities, he said, are in line with Commodore's continuing U.S. and worldwide strategy of increasing its presence in business, government, and education while maintaining and expanding its traditional strength in the consumer sector.

Mr. Copperman began his career with IBM in 1967 as a Systems Engineer for IBM's Data Processing Division and held a variety of sales, marketing, and management positions. In 1983, he joined IBM's National Marketing Division, where he was named Director of Marketing and then Regional Manager. In 1986, he assumed national responsibility for IBM's sales and marketing in higher education. He joined Apple Computer in September 1987 in his most recent position. A graduate of Rutgers University, Mr. Copperman holds a BS in Mechanical Engineering.

Commodore International Limited, through its subsidiaries around the world, manufactures and markets personal computers for home, education, business and professional users. The Company has three product lines: Amiga computers for home, education, business and professional markets; Professional Series III PC compatibles for home, office and business; and C64/C128D computers for home and education.

#### **COMMODORE BUSINESS MACHINES NAMES DIAMOND DIRECTOR OF EDUCATION**

Commodore Business Machine has named Howard S. Diamond to direct its expanded education marketing efforts in the U.S.

As Director of Education, Diamond will spearhead Commodore's aggressive market development program, designed to meet the needs of primary, secondary and higher education.

According to Commodore President Harold Copperman, Diamond's appointment reflects the company's increasing commitment to education. "A healthy education market is a solid foundation for longterm growth in the personal computer industry," Copperman said. "Today, we are positioned perfectly for success in that market. Howard is heading-up a team that we feel can make it happen."

Diamond comes to Commodore with extensive experience in both education and computers. Most recently, he was responsible for development and implementation of higher education marketing programs at Apple Computer.

Prior to Apple, Diamond ran a consulting business serving both computer vendors and educational institutions. He was also Assistant Vice Chancellor for Student Affairs and Special Assistant to the Chancellor at the University of Illinois.

Diamond graduated with a Bachelor of Arts degree from the University of Illinois.

Commodore Business Machines, Inc. manufactures and markets a complete line of computers and peripherals for the business, education and consumer markets.

The multi-tasking Amiga line includes the Commodore Amiga 2000(r), the Commodore 500(r), and two new enhanced products, the Commodore 2000HD(r) and the Commodore Amiga 2500(r).

The company continues to sell and support the popular Commodore C64/128 series.



## **New Club Disks**

### COMP UTILITIE 10 #c1

### GAZETTE DEC #89

quicksort64  
demo sort  
h/d chart print  
input routine  
smooth.move.c  
address finder.c  
ml data maker.c  
doubleprint  
speedsort.49152  
scroll.49152  
subprograms  
dynamic screen  
three pack  
geotrashrestorer  
compiler.64  
memory display  
basic tutoring

quicksort demo  
deblitz  
editor 64  
db's cheatsheet  
caps-lock.c  
sound finder.c  
relative files  
pgm appender  
dos plus.2049  
renumber.49152  
power pause  
dyn scr reader  
top secret  
1670 suppressor  
san engineer  
seq read & print

musical keyboard  
circuits  
final defense  
k term/128  
disk inventory  
demo 80 col/128  
vdc.screen.flip  
display boot/128  
speed 80x50/128